



## *Bagh Chal*



*The National Game of Nepal*





## History

### *Bagh Chal (Moving Tigers, Tigers & Goats)*

**Bagh-Chal** (Nepali: बाघ चाल *bāgh cāl*, meaning "Change of Tigers", or "Moving Tigers") is a strategic, two-player board game that originates and is the national game of, Nepal. The game is asymmetric in that one player controls four tigers and the other player controls up to twenty goats.

The tigers 'hunt' the goats while the goats attempt to block the tigers' movements.

As the country's national game, Bagh Chal was created by Himalayan herders, whose job the game resembles.

The game, which has been played for more than a thousand years, is played by some shepherds on a grid scrapped into dirt with stones used as bagh (tigers) and pebbles symbolising bakhri (goats).



## *Games from Everywhere*

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The game is played on a five by five point grid, like alquerque (an ancestor of draughts or checkers). Pieces are positioned at the intersection of the lines and not inside the areas delimited by them.

Directions of valid movement between these points are connected by lines. The game play takes place in two phases. In the first phase the goats are placed on the board while the tigers are moved.

In the second phase both the goats and the tigers are moved.

For the tigers, the objective is to "capture" five goats to win.

Capturing is performed as in alquerque and draughts, by jumping over the goats. The goats win by blocking all the tigers' legal moves.



### *Game Rules*

At the start of the game all the four tigers are placed on the four corners of the grid, facing the centre. All goats start off the board. The pieces must be put at the intersections of the board lines and moves follow these lines.

The player controlling the goats moves first by placing a goat onto a free intersection on the board. Then it is the tigers' turn. One tiger is then moved to an adjacent position along the lines that indicate the valid moves. Moves are alternate between players.

Tigers capture goats by jumping over them to an adjacent free position (as in checkers). Goats can not move until all 20 have been put on the board.

#### **The tigers must move according to these rules:**

1. They can start capturing goats any moment after the match has started.
2. They can capture only one goat at a time.
3. They can jump over a goat in any direction, but it must be to an adjacent intersection following any of the lines drawn on the board.
4. A tiger cannot jump over another tiger.

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### **The goats must move according to these rules:**

1. They must leave the board when captured.
2. They can not jump over the tigers or other goats.
3. They can only move after all 20 have been put on the board.

The tigers win once they have captured five goats.

Goats try to avoid being captured (jumped over) and they win by blocking the tigers' moves till they are unable to move.

Tigers are never removed from play.

To avoid a stalemate position in a game where a player could move a piece back and forth indefinitely, there is a rule that prohibits repeated moves.

In other words, if a goat is moved from position 1 to position 2 and then on their next turn from position 2 to position 1, on the next move it cannot be moved back to position 2.

*Enjoy The Game!*





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